ABSTRACT OF THE DISCLOSURE

A computer graphics method and apparatus allows designer control over the rendering of objects and scenes, in a rendering system using ray tracing for example. A modeling system is adapted to accept rules for controlling how certain objects affect the appearance of certain other objects. In a ray tracing implementation, rules are specified by ray type and can be specified as either "including" all but certain objects or "excluding" specific objects for any given object. A rendering system extracts these rules from a bytestream or other input including other graphics data and instructions, and populates lists for internal use by other components of the rendering system. A ray tracer in the rendering system is adapted to consult the list when performing ray tracing, so as to enforce the rendering control specified by the content creator when the objects and scene are rendered.